Master 20 new games!

TOUCHMASTER 3

EVERYONE
E
Mild Cartoon Violence
Mild Language
ESRB CONTENT RATING www.esrb.org

NINTENDO DS.

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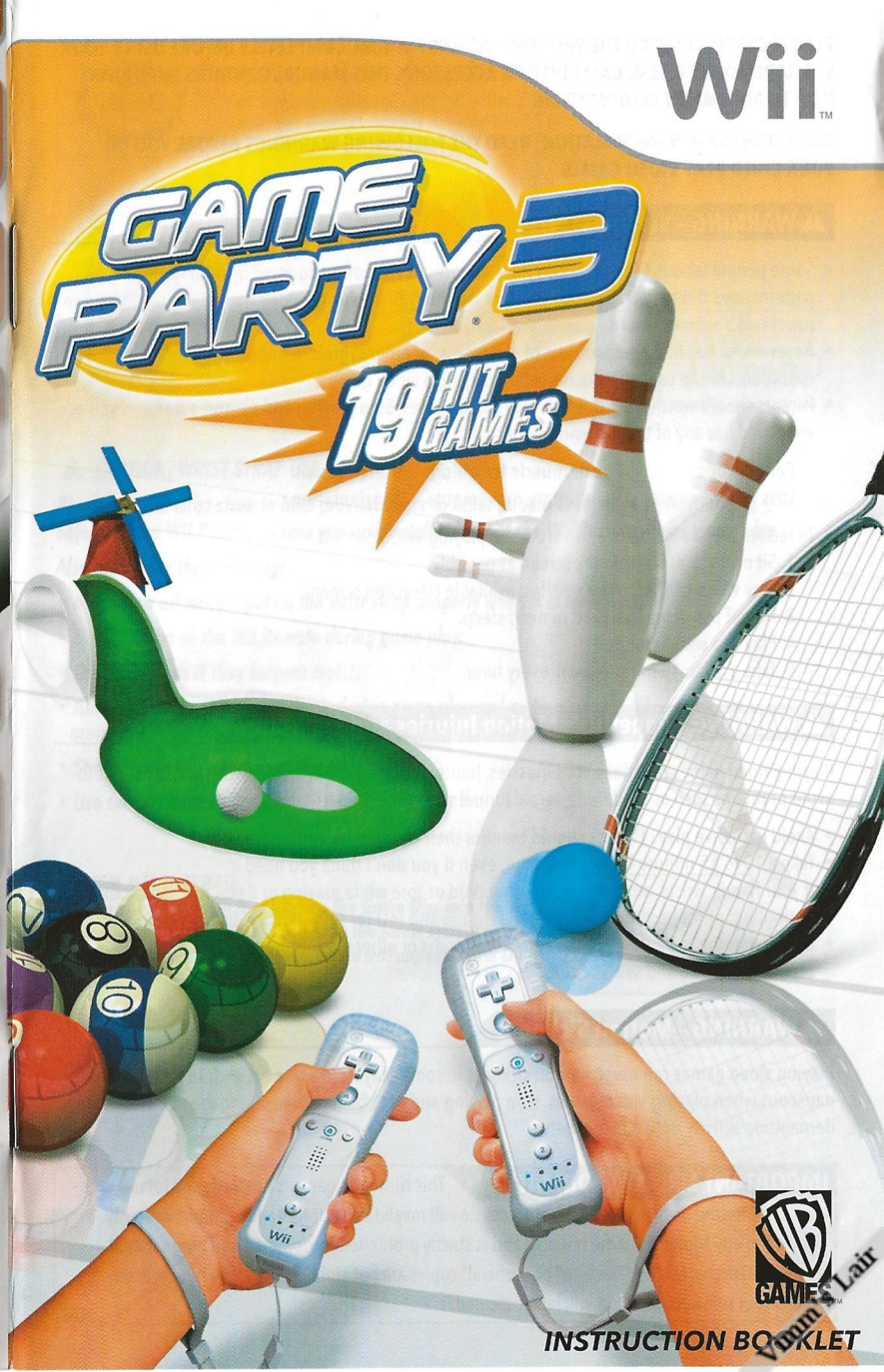
Wii™

GAME PARTY 3

19 HIT GAMES



INSTRUCTION BOOKLET

Yamm's Lair

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

Official Nintendo Seal	*The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*
EVERYONE E CONTENT RATED BY ESRB	Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2007 Nintendo. Licensed by Nintendo

⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***
- ***Use the Wii Remote Jacket.***

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

Vimm's Lair

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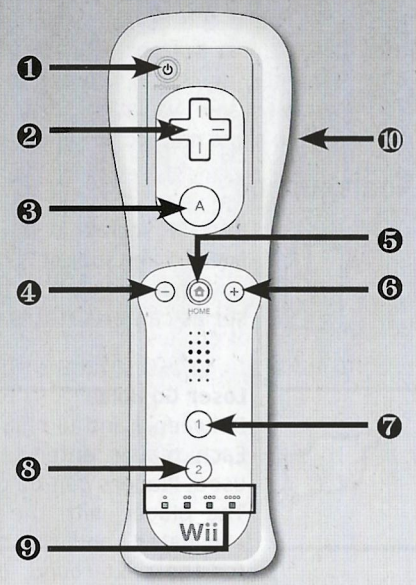
The Wii Remote™

1. Power Button
2. +Control Pad
3. A Button
4. - Button
5. Home Button
6. + Button
7. 1 Button
8. 2 Button
9. Player LED
10. B Button (underneath)



Upon boot-up, this game uses an Auto Load Feature. The game will automatically load saved game data from the Wii system memory. If you wish to load saved data, reset the console.

Quitting a Game in Progress

During the game, press the **2 Button** to display the Pause Menu. Point at **Quit Game**, then press the **A Button** to return to the Main Menu.

On any menu, you can press the **B Button** to return to a previous menu.

Pregame Setup

Number of Players

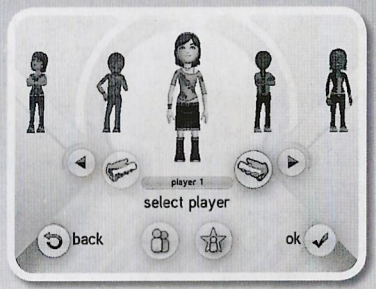
Select the number of players you'd like to play. Some games require each player to have their own Wii Remote.

Wii Remotes

Choose this option to add Wii Remotes. While on this screen, press the **1** and **2 Buttons** simultaneously to add each remote.

Character Select

Point the Wii Remote at one of the arrows on-screen, then press the **A Button** to scroll the various characters. Once you find the character you want, point the Wii Remote at "OK", then press the **A Button**.

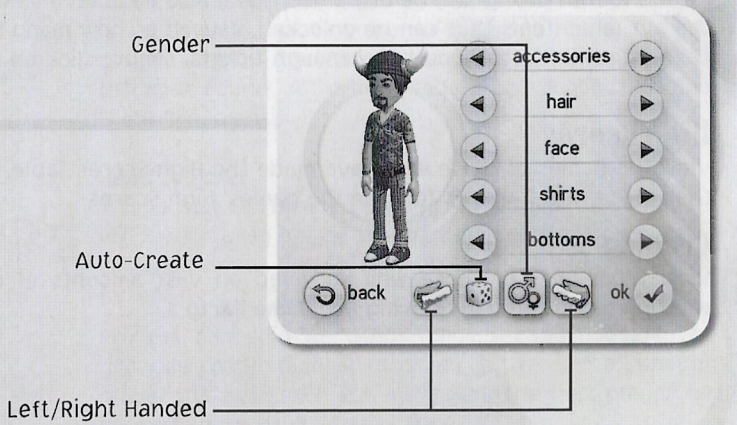


Select A Profile

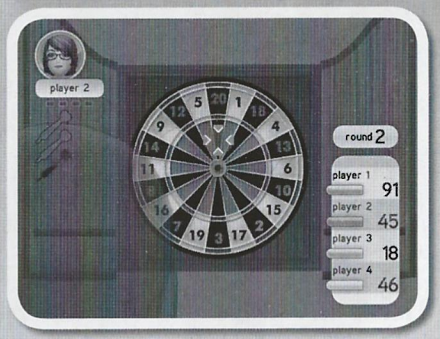
Select this icon to play the game using a Profile you've already created (see **Profiles**, previous page).

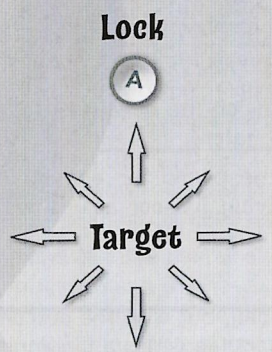
Create A Player

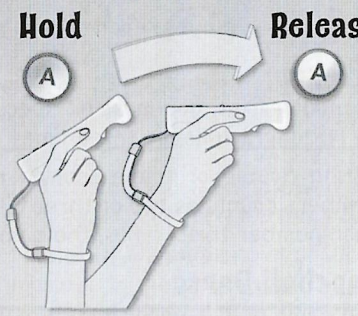
Select this icon to create a custom character. Select the arrows on either side to scroll through different appearance options.



Lounge Games: Darts







The Wii Remote is held in a manner displayed above. To throw the dart, make a dart tossing motion toward the screen while keeping the **A Button** held down. Release the **A Button** while the Wii Remote is in motion.

The forward momentum and release position relative to the screen are all taken into account during the dart's flight. Radical position changes, such as hooking the arm during the toss, can send the dart off in a wild flight.

If you release the **A Button** when the Wii Remote is not in motion, simply put down the dart and pick it up again by pressing and holding the **A Button** again.

Main Menu

The Main Menu displays the six different environments included in **Game Party 3**. Scroll through the environments by selecting one of the direction arrows. When you've found the environment you want, move the cursor over "**OK**", then press the **A Button** to select. Each environment includes 3 to 4 games, along with several game variations. You can then use the same method to select a game.

Tournament

Best-OF Series

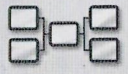
Every game supports this format. Depending on the game you choose, you may be limited to only two players. The series can be set to Best-of-3, 5, 7 or 9 games.

Loser Go Home

Between 3 and 16 players can participate in this format. Each player enters their name. Profiles can also be used. Players can be grouped sequentially or randomly. The player with the worst score from each game is eliminated, and the remaining players are regrouped for the next round. Depending on the game selected, players may team up for the tournament.

Winner Moves On

Between 5 and 16 players can participate. The tournament is set up and plays similar to **Loser Go Home**, but the player with the best score from each game moves on to the next round. All other players are eliminated from the tournament.



Head to Head

This format can be used for any of the games. Two people will always play head-to-head. Between 4 and 16 players can participate. Each player enters a name and chooses (or creates) a character.

Profiles can also be used. Players can choose to be grouped sequentially or randomly. If there aren't enough players to evenly fill out a bracket, the first player (or players) gets a first-round "bye".

More Options

Profiles

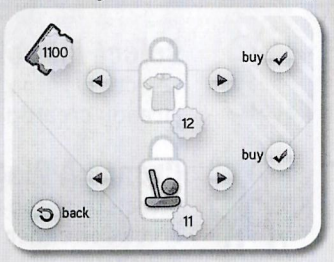
Use this option **Create**, **Delete** or **Edit** a profile. Once you've created a profile, you can view your Profile stats using the **Stats** option.

Create a Profile

Select the icon to the right of the **Profile** option to view the keyboard and enter a name. The **Appearance** option allows you to create a custom avatar. Buttons on the bottom of the screen allow you to choose Left or Right handed, Gender and the Dice button allows you to automatically create a player.

Redeem (Tickets)

Players who use a Profile will be awarded tickets based on score or results. Not all games award tickets. Accumulated tickets can be redeemed for alternate playing equipment and additional Create A Player parts.



To redeem tickets, select one of the Profiles you've created. Awarded tickets to that profile will be displayed. You'll also be able to view all of the available items that can be unlocked, as well as how many tickets each item will cost. If you have enough tickets, simply click on **Buy** to unlock it.

High Scores

View the names of those who have made the High Scores Table. Select the **Left** or **Right** arrows to cycle the games' High Scores.

Credits

View the names of those who survived on vast amounts of coffee, working night and day to bring you **Game Party 3**.

Lounge Games: Darts

High Score

Each player gets three darts per round. The game lasts for five rounds. The player with the highest score after five rounds is the winner.

301/501/701

Each Player begins with 301, 501 or 701 points, which are reduced by scoring points with their darts. Each round gives you three darts to toss. All three darts remain in play until the end of the your turn. Points scored (between 0-60 per dart) are subtracted from your current total. You must reach exactly zero points to win. For example, if you have 13 points remaining, any hit on the target scoring 14 points or greater does not reduce your points.

As soon as a player reaches zero points, the game is over.

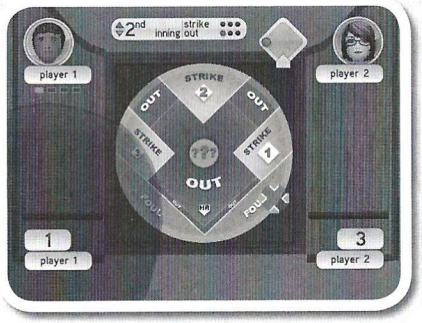
Cricket

To play Cricket, you must hit specific numbers on the board: 15, 16, 17, 18, 19, 20 and Bullseye three times to win the match.

Hitting double or triple scoring rings on the board for one of the numbers counts as two or three hits respectively. As soon as you've hit each number three times, the game ends.

Baseball Darts

The game play is very similar to actual baseball, but with the outcome of each "at bat" determined by where the dart lands. It's a five inning game. If the score is tied after five innings, the game will automatically go into extra innings until a winner is determined.



Lounge Games: Shuffleboard

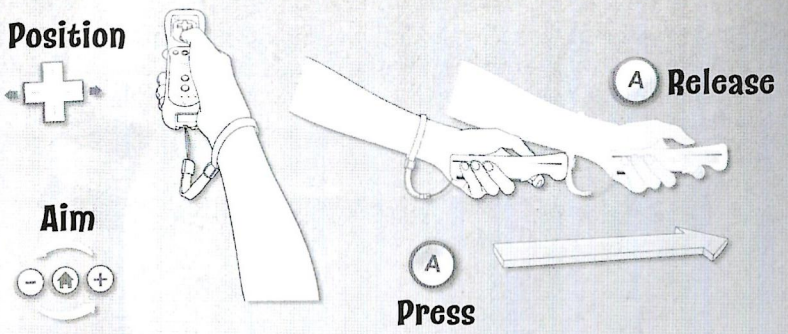


Table Shuffleboard 15/21

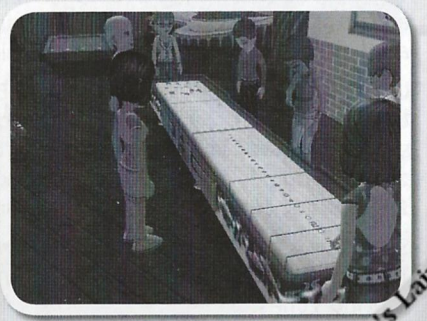
Press the **+Control Pad Left** or **Right** to adjust the position of the puck on the starting line. Press the **+ Button** or **- Button** to rotate the aim clockwise or counterclockwise.

Hold down the **A Button** to make the puck active. Release the **A Button** while pushing the Wii Remote forward sends the puck sliding down the lane. The speed is determined by the speed of your forward motion.

The end of table contains four scoring zones (1, 2, 3 and 4 points). Pucks stopping in any of these zones score points. If the puck stops before the first scoring zone or falls off the table into the gutter, no points are awarded for that puck. If the puck is hanging off the very end of the table beyond the Four zone, a bonus point is awarded for a total of five points.

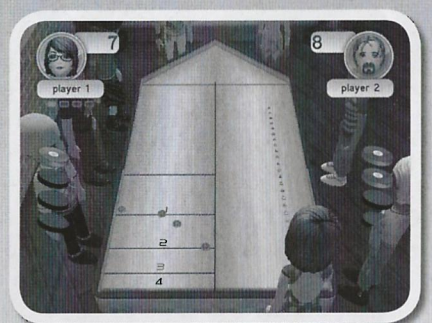
Scoring is not tallied until all the pucks have been thrown, so it's perfectly legal for a team to use a puck to try and knock the other team's puck out of a scoring zone.

Only one team scores points each round. The team that places the farthest puck scores points. However, only the pucks that are farther than the farthest puck from the other team scores.



Curling 15/21

This game is played just like Table Shuffleboard. Instead of rectangular scoring zones at the far end of the table, there is a circular target area. The center of the target is worth four points, and then moving outward are three, two and one point zones. Pucks that come to rest outside of the rings are awarded no points.



Bank Shot 15/21

This game is played just like Table Shuffleboard. Slide the puck to bank it off of the 45 degree wall. The puck deflects and slides back down the left side of the table where the scoring zones are.

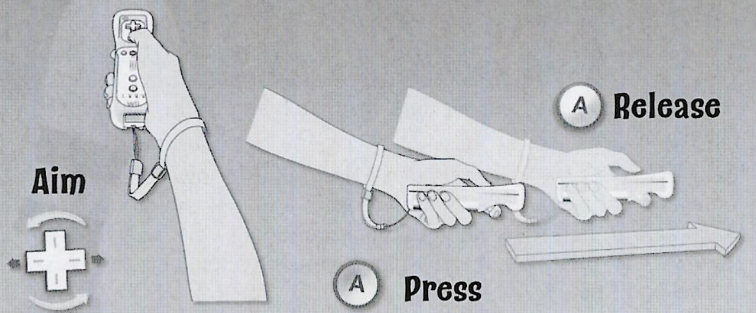
Gutters have been removed, so you can now bounce off of the sidewalls. There is, however, the gutter after the end of the scoring zones, so don't push the puck too hard. The scoring zones are the same as Table Shuffleboard, including bonus points for hanging off the edge.

Floor Shuffleboard 50/75

This classic shuffleboard game is played on the ground. At each end of the court is a triangular scoring area, divided into seven scoring zones. The tip of the triangle is worth ten points, and the two areas beyond are worth eight points. There are two more areas worth seven points and two more worth negative ten points.

Up to four players can participate. Each side takes turns using a cue to slide a puck down the court. If the puck stops completely inside a scoring zone without touching a line, the team earns the points for that zone. No points are awarded if the puck does not stop inside a scoring zone or if it comes to rest touching one of the dividing lines.

Scoring isn't tallied until both sides have pushed all four of the pucks. This provides the opportunity to knock an opponent's pucks out of scoring zones.

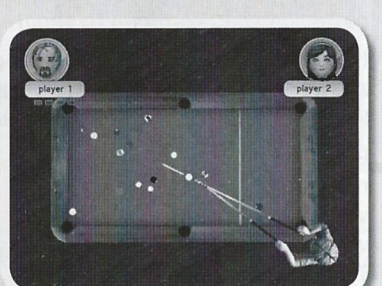


Hold the Wii Remote in your hand similar to a TV remote pointing toward the screen. When you're ready to shoot, the cue stick appears behind the cue ball. To rotate the cue around the ball and line up your shot, press the **+Control Pad Left** or **Right** to rotate around the ball.

You can also press the **+ button** to toggle between a third-person view and an overhead view to get the best view for lining up a shot. To take a shot, press and hold the **A button**, then move your hand forward and release the **A Button**. The cue will strike the ball based on the force of your hand motion.

To place a ball following a Scratch, use the Wii Remote's pointer to choose a spot. Press the **A button** to lock the ball's position. If you want to change the position of the ball before you shoot, unlock it by pressing the **B button**, then use the pointer to reposition the ball.

8 Ball



This is the classic 8 Ball game. To win the game, the player must first clear all the balls from his group, then sink the 8-ball with a legal shot. Whether your group is Stripes or Solids is based on which type of ball you knock in first. If you sink the 8-ball at any time before all of the balls in your group are cleared, you immediately lose the game.

If the 8-ball goes in a pocket simultaneous with a Scratch, you lose the game. If you scratch at any time, your opponent can position the cue ball for his next shot. If more than two people are playing, two teams are formed.

9 Ball

To play and win **9 Ball**, you must legally sink the 9 ball. If the 9-ball gets sunk during the break, the breaker automatically wins, as long as he doesn't Scratch at the same time. A Scratch along with sinking the 9 Ball means you lose.

For each shot, the cue ball must first hit the lowest numbered ball remaining on the table. Failure to do so is a foul. If the player scratches, that's also a foul. After fouling, your opponent can place the cue ball anywhere on the table. If the 9-ball is sunk on a foul shot, it's re-spotted on the Foot Spot.

The balls do not need to be sunk in the exact order, as long as the cue ball always strikes the lowest number ball on the table first. Any ball that is sunk after you've legally made contact with the lowest number ball on the table stays off the table. Again, sinking the 9 ball can be done at any time, as long as the lowest number ball on the table is struck first by the cue ball.

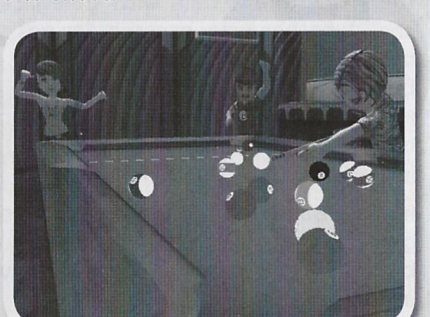
Straight Pool 15/21

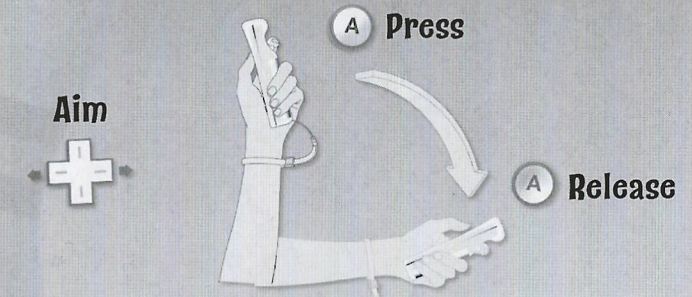
To make a legal break, at least one ball must go in a pocket or touch a cushion. Failure to do this results in a two-point deduction for the breaker. If the break is legal, but you scratch, you're deducted one point and your opponent must place the ball behind the Head String. If your break is legal, and you sink at least one ball, you can shoot again. Otherwise, it's your opponent's turn.

To score a point, you must legally sink any ball. If two or more balls are legally sunk on the same shot, you receive a point for each. In both cases, you can continue to shoot.

If you scratch, you'll lose one point and your opponent can place it anywhere behind the Head String to take his next shot. If he does legally sink a ball, he can continue to shoot.

Play continues until one person reaches 15 points (or 21). Balls will be re-racked until the winning points are achieved. Teams can be formed so up to four players can participate.





Hoop Shoot

Hold the Wii Remote as you would a TV remote. Hold down the **A Button** to pick up a basketball. Move your arm forward simulating the arc of a basketball free throw. Release the **A Button** during forward acceleration to toss it toward the net.

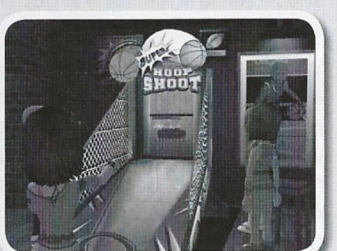
The power and arc of the throw is determined by the speed and angle of the throwing motion and where the **A Button** was released during the throw. Motions with the arm or wrist to the left or right during the throw can cause the ball to drift left or right.

Clock Time

Games of Hoop Shoot last one minute. Balls that pass through the hoop after time expires will count.

Scoring

- Shots that make it through the hoop are worth 2 points.
- Perfect shots that don't touch the rim or deflect off of the backboard or other structures are worth 3 points.



Number of Balls in Play

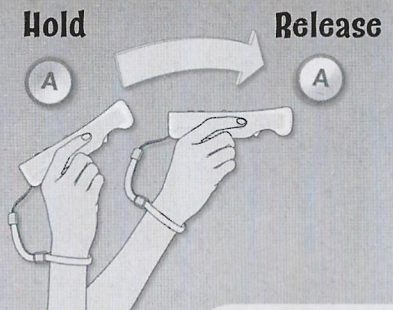
The Balls can be tossed as quickly as you can manage to pick them up and make the proper motions. Be careful, though, because bouncing balls may knock other balls out of scoring position.

Moving Baskets

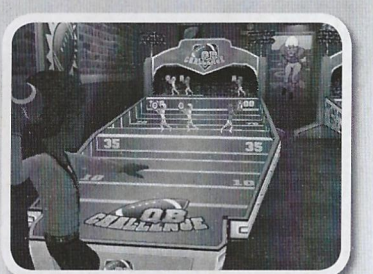
The rules are the same as regular Hoop Shoot, but the basket slides back and forth. Additional timing, skill and accuracy are required. Up to four players can compete simultaneously, and the game ends after 60 seconds. Tie breaker overtime rounds operate the same as regular Hoop Shoot.

Vinnie's Hair

Sports Zone: QB Challenge



QB Challenge

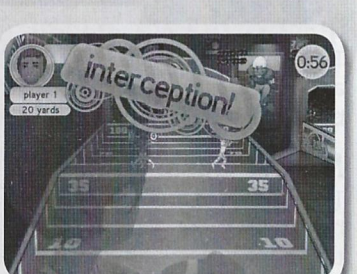


The direction the ball goes is purely determined by the throw. If the motion is straight ahead, the ball will be thrown straight ahead. Left or right arm movement during the throw will cause the ball to be thrown to the left or right.

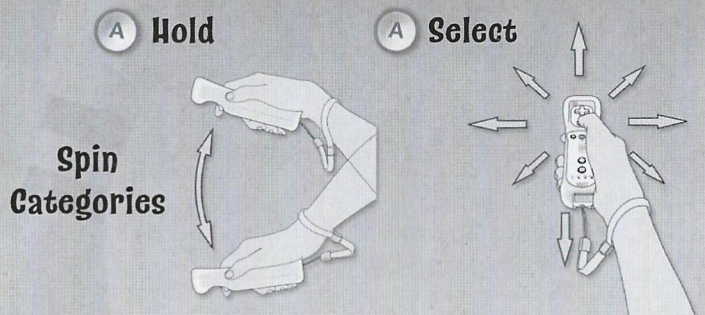
There are targets at two different distances. A bigger throwing motion will pass toward the further target. A smaller throwing motion will shoot for the closer target. If the motion is too slow, the ball will fall short.

You begin 50 yards from the goal line. You'll need to complete passes (10 and 30 yards at a time) to work your way down the field. A touchdown is scored by hitting a receiver from the 10 yard line or by hitting the Go receiver from the 30 yard line or closer. After scoring, the 10 yard receivers and defender disappear and are replaced with a goalpost. At this point, you can try for a single point by successfully throwing it through the uprights, or you can try and hit a receiver for a 2-point conversion.

If you throw an interception, you'll lose a point.



Sports Zone: Trivia



Trivia

Select a Category

To select a category, spin the wheel by holding down the **A Button** and flicking your wrist downward. The speed of the spin motion determines the spin of the wheel on-screen. Once the question appears, move the cursor over the answer, and press the **A Button**.

Game Length

The length of a trivia contest is five rounds consisting of three questions per round for a total of 15 questions.

Timing

As the clock ticks, wrong answers will disappear, making it easier to answer the question. The quicker your answer, the more points you'll be rewarded.

Scoring

Once a correct answer is chosen, you'll receive one point for every second of time remaining on the timer. The maximum number of points to be gained per question is ten points.

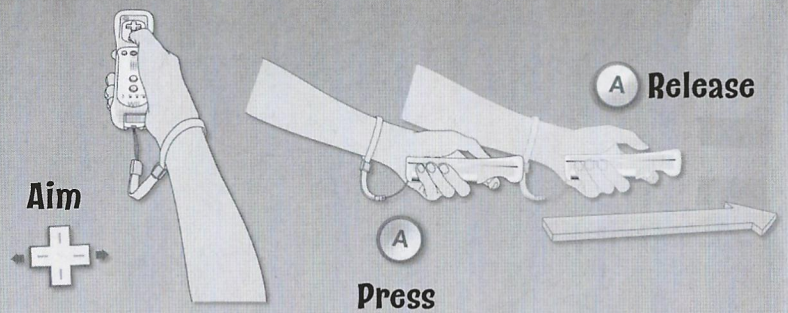
Lightning Trivia

The play is similar to regular trivia, however, as soon as the first selection is made by any player, the correct answer will be revealed and other players won't be able to select an answer.

If you select the correct answer, you're awarded one point for every second still on the clock. If the wrong answer is selected, one point is deducted for every second still on the clock.

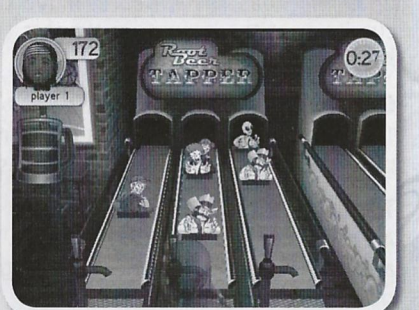
Vimm's Lair

Sports Zone: Root Beer Tapper



Hold the Wii Remote in your hand similar to a TV remote pointing toward the screen. There are three lanes used to slide a mug of root beer to the impatient patrons. To switch lanes, press the **+Control Pad Left** or **Right**. To fill a mug, hold down the **A button**. Hold down the **A button** until the mug is full, then release.

To slide a mug of root beer down the lane, move your hand quickly forward (while still holding down the **A button**), then release the button to let go of the mug. If your timing is off, the mug will stay in your hand, but you can try again.

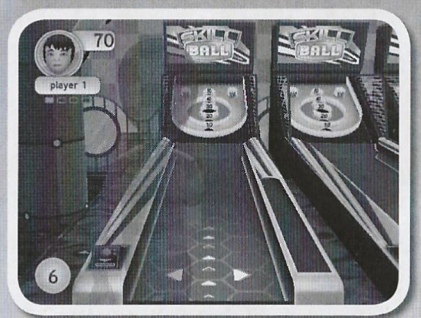


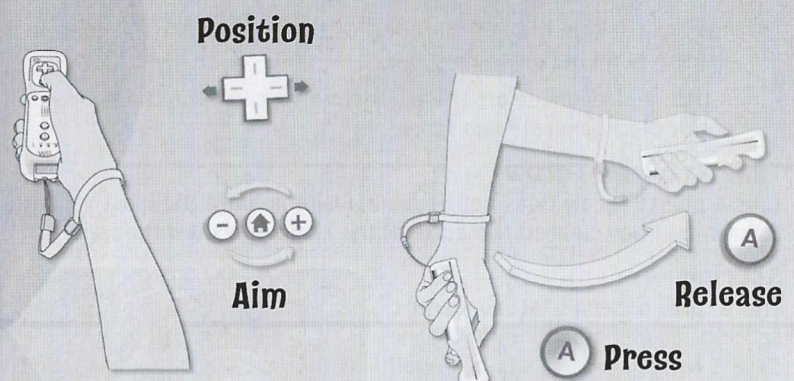
To play, fill a mug of root beer and slide it down the lane before the patron reaches the end of the lane. As you continue to successfully serve the patrons, the amount of patrons will increase. If you overfill a mug and spill, one point is deducted for every half-second of overflow. If you partially fill a mug then switch lanes before sliding it down, you'll take the mug with you to the next lane.

Points are awarded based on how full the mug is when it's served to a particular patron. Cowboys are awarded 2, 4, 6 and 8 points, and 10 or 12 bonus points are awarded if a cowboy goes all the way back of the line and disappears. Baseball players are awarded 3, 6, 9, 12 points with bonuses of 15 and 18. Punk rockers are awarded 4, 8, 12, 16 points with bonuses of 20 and 24. Aliens are awarded 5, 10, 15, 20 points with bonuses of 25 and 30. Points are deducted if a mug slides off the table.

The game lasts for 60 seconds. If two or more players are tied with the highest score, they'll play a 30 second overtime session.

Family Fun Zone: Skill Ball





You'll start with your arm lined up with the center of the Skill Ball ramp to indicate where your ball is currently aiming. Adjust the aiming line by pressing **Left** or **Right** on the **+Control Pad**. Press the **+ Button** or **- Button** to rotate your aim clockwise or counterclockwise.

Pick up a ball by pressing and holding the **A Button**. To roll the ball, make a bowling motion with your arm, then release the **A Button** as if you're actually rolling the ball. The speed of the arm swing, angle of the arm and point where the **A Button** is released all determine the trajectory of the ball up the Skill Ball ramp.

If you release the **A Button** with no forward motion of the Wii Remote, you'll put the ball down.

Skill Ball

This is the traditional game where you get nine balls. You can't throw another ball until the current ball has gone into a scoring hoop or falls into the gutter.

Number of Balls

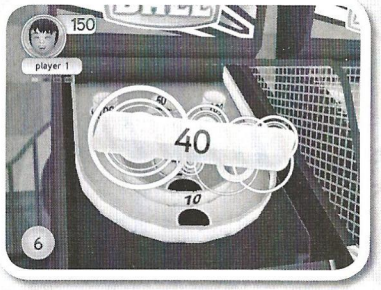
Each round of Skill Ball consists of nine balls.

- Only balls that make it up the ramp into one of the scoring hoops adds to the score.
- Balls that don't make it all the way up the ramp then roll back down to the hopper may be used again.
- Balls that make it over the edge of the ramp but don't land in a scoring hoop generate no score.
- A ball that bounces off the protective screen over the hoops and out of play generates no score.

Time Between Throws

A new ball to throw does not become available until the most recently thrown ball has cleared the edge of the ramp or exited the lane.

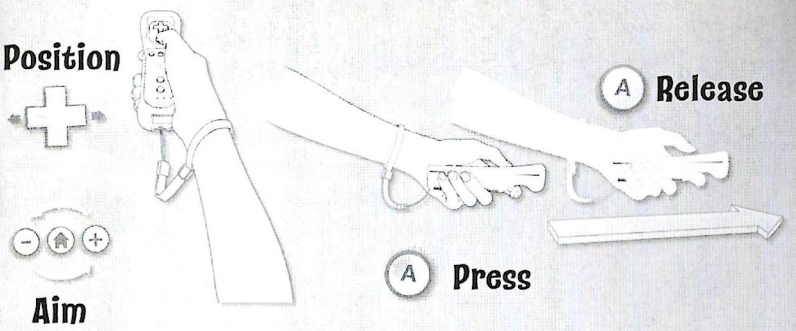
Scoring



There are a series of concentric scoring hoops at the end of the Skill Ball machine. Getting a ball into one of the hoops rewards the amount of points listed on the hoop. The smaller the hoop, the higher the score. Scores range from 10, 20, 30, 40 and 50 points. There is also a pair of very small hoops in the upper right and upper left corners worth 100 points each. These hoops are barely larger than the circumference of the balls, so you'll need some luck.

Speed Ball

This is a timed Skill Ball game with unlimited number of balls. In this game, you'll try to score as many points as you can in 60 seconds. Any scoring ball that has already been released when the buzzer sounds will count toward the final score.



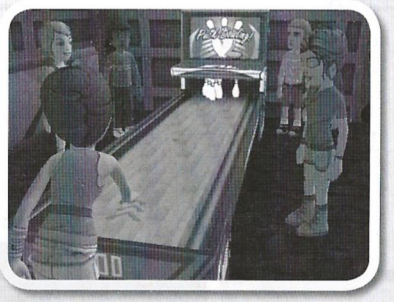
Press the **+Control Pad Left** or **Right** to adjust the position of the puck on the starting line. Press the **+ Button** or **- Button** to rotate the aim clockwise or counterclockwise.

Hold down the **A Button** to make the puck active. Release the **A Button** while pushing the Wii Remote forward sends the puck sliding down the lane. The speed is determined by the speed of your forward motion.

Bowling

Scoring is no different from alley bowling. Get strikes and spares to make big scores.

30 / 20

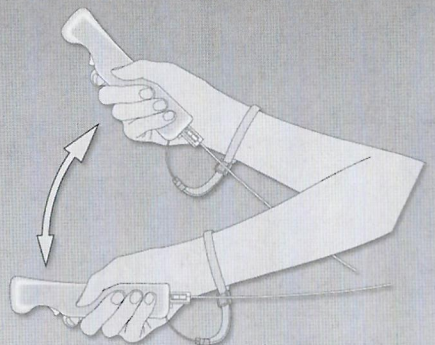


This scoring method was popular with the earlier puck bowlers. If you don't get a spare or a strike, you simply get points for the pins knocked down in that frame. Using this scoring method, spares award you 20 points, and strikes net 30 points. There are no score carry-overs for spares or strikes.

Jackpot

Spares and strikes only score 10 points and there are no score carry-overs for them. However, each spare adds 10 points to a bonus "jackpot" and each strike adds 20. Following the last frame, you'll bowl the Jackpot frame. For each pin you knock down on that throw, you'll receive 10% of the jackpot.

Family Fun Zone: Smack-a-Troll

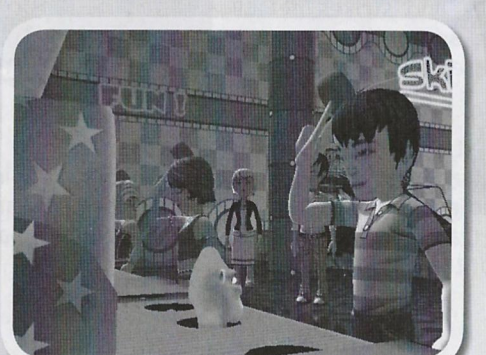


Hold the Wii Remote as if it were a Hammer. Quickly flick your wrist and arm in a downward motion. Pressing buttons is not required. The speed of the strike is directly proportional to how much downward force will be applied.

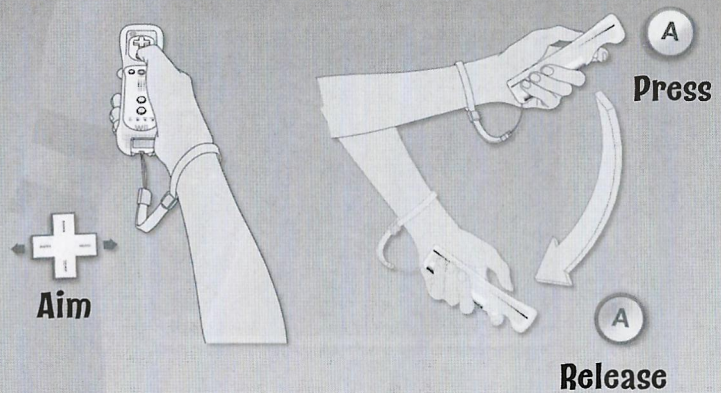
If the club strikes the troll when it's at the highest point, the game awards ten points. The game will determine how far away from a "dead-on" hit you achieved and award you accordingly.

As the game progresses, the conveyor belt picks up speed. By the end of the game, it's moving twice as fast. The rate at which trolls go up and down also increases.

The game lasts for 60 seconds. If players are tied at the end of a match, they play a timed overtime session until a winner is determined.



Rec Room: Ping Cup



Hold the Wii Remote as you would a TV remote. Press the **+Control Pad Left** or **Right** to aim your shot. Pick up your ball by pressing and holding the **A Button**. Raise your arm up, then flick the controller in a downward motion as if you're actually tossing a ball at the table surface. The angle and speed of the motion determines the force of the bounce. The ball is released when you release the **A Button**.

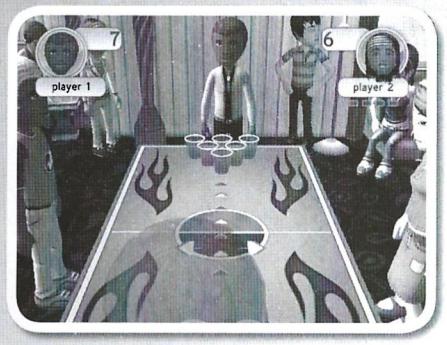
Cup Consolidation

As the number of cups is reduced on a particular side, the cups are automatically consolidated into tighter patterns.

Cup Removal

If the ball goes in a cup, that cup is removed from the table. If the ball goes in on a bounce, two cups are removed. Once all ten cups are removed, the game is over.

Rec Room: Ping Cup



Single Player

There are ten cups set up on the opposite side of the table. Points are awarded every time the ball goes into a cup.

Once you put a ball in a cup, the score awarded now becomes the "baseline" score for the next ball. If you get the next ball in a cup, an additional ten points is added. However, if you miss with your next shot, the baseline returns back to zero.

Multiplayer

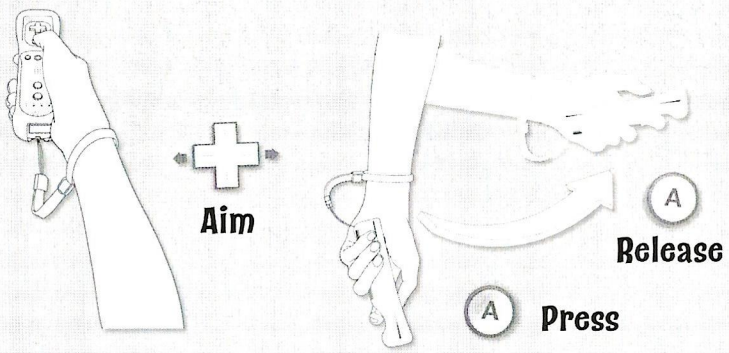
One or two people can be on a team, so a total of four people can participate. Ten cups are set up on each side of the table. Each team throws the ball at the cups on the opposite side.

If a team gets their ball in a cup, that cup is eliminated and the team can throw again. If the ball goes in after bouncing, two cups are eliminated and the team throws again. If two people are on a team, the teammates take turns throwing. If the ball misses a cup, the other team gets to throw. The first team to eliminate all ten of the opposing cups wins the game.

Tip

Flick your arm and wrist forward with a smooth motion. Throw a little harder to try and get the ball directly into a cup. Throw a little softer to bounce the ball into a cup. Throwing too hard will cause the ball to land past the cups. Throwing too softly will cause the ball to not bounce high enough to get into a cup.

Rec Room: Bean Bags



15/21

To toss a bean bag, hold the Wii Remote pointed down, then press the **A button**. Move the Wii Remote forward and up in an arcing motion, and then release the **A button** to release the bag. If you release the **A button** before any meaningful motion is detected, or if you fail to release the **A button** before the throwing motion is over, no bag will be thrown. The game will then reset back to the "set" position, so you can try again.

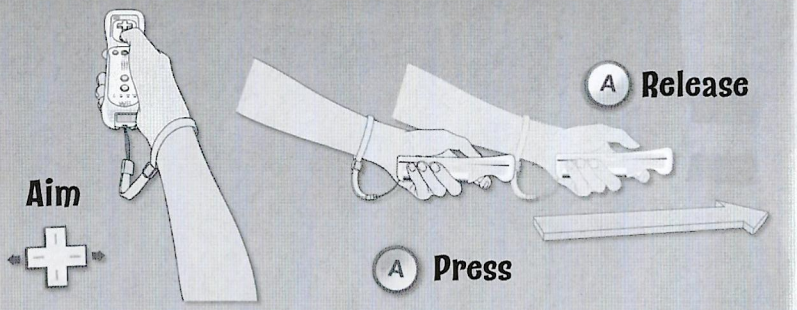
There are two target platforms set up. Each one has a hole near the top of the platform. Points are scored by throwing your bean bags into the hole or onto the platform.

Each team is given four bean bags. Game play is broken down into innings. During an inning, the teams alternate throwing the bags until all eight bags have been tossed. Once all eight bags have been tossed, the inning is over and score is given.

Any bag that comes to rest inside the platform hole is worth 3 points. Any bag that rests on the platform without touching the ground is worth 1 point. Any bag that touches the ground is worth no points.

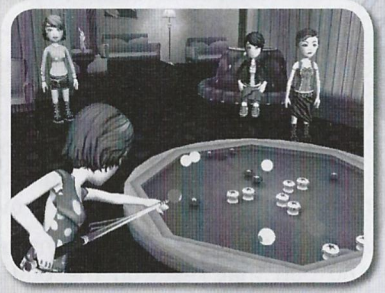
Since points are only counted at the end of an inning, it's possible for teams to be tied after they've reached or exceeded 15 or 21 points. In that event, extra innings are played until a winner is determined.

Rec Room: Bumper Pool



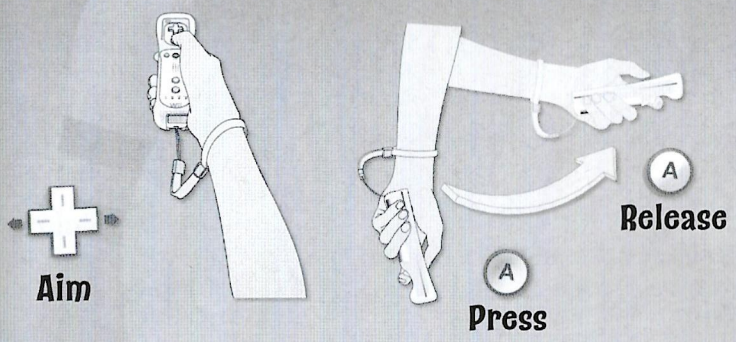
Hold the Wii Remote in your hand similar to a TV remote pointing toward the screen. When you're ready to shoot, the cue stick appears in front of the cue ball. To rotate the cue around the ball and change the angle of the shot, press the **+Control Pad Left** or **Right** to rotate around the ball clockwise or counterclockwise. When selecting ball, press the **A button**. If you change your mind, you can simply press the **B button** to view the cursor and select another ball.

Each team starts out with five red or white balls. One ball from each set is marked with a spot. The marked ball from each set is placed directly in front of the player's hole. The other four balls from the set are split so that two are directly to the left of the hole and the others are to the right of the hole.



To start, both players simultaneously shoot their marked ball at the wall to their right. The player who gets his ball the closest or in the opposing hole shoots next. You must continue to play the marked ball until it goes into the opposing hole. Once the marked ball has been legally sunk, you can then shoot any of your remaining balls. If you accidentally knock one of your other balls in before the marked ball, your opponent automatically gets two free balls. If a player fails to legally sink a ball in the opposing hole, the other player gets to shoot. The first player to legally sink all five of his balls wins the game.

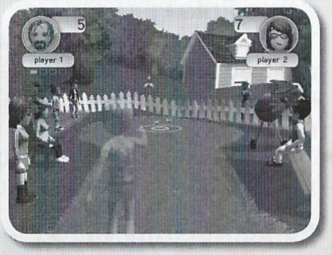
Back Yard: Lawn Darts



15/21

Make an underhand tossing motion with your arm, then release the **A Button** as if you're tossing the dart. The speed of the arm swing, angle of the arm and point where the **A Button** is released all determine the distance of your throw.

A "perfect" throw will cause the dart to land in the center circle. If you throw too hard, the dart will land past the target. Soft tosses will land the darts short of the target. Left or right hand movement during the throw will land to the left or right of the target.

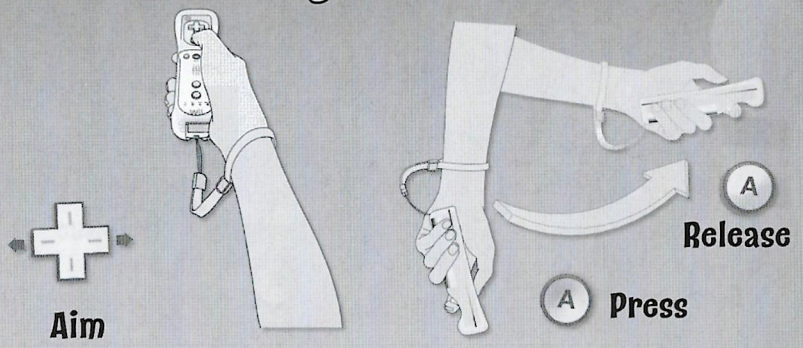


There are two concentric rings that make up the target area. The larger of the two rings is approximately three times larger in diameter.

Each team is issued two darts (red or blue). Teams take turns tossing their darts toward the target. If a dart lands within the smaller ring, three points are awarded. If a dart lands outside the smaller ring, but inside the larger ring, one point is awarded. Any dart that lands outside of the larger ring does not score points.

You can choose to play a 15 or 21 point game. The first team to reach that mark after a round is over wins. In the event of a tie, extra rounds are played until one team emerges victorious.

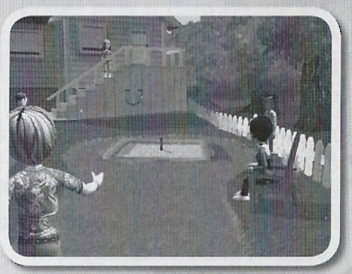
Back Yard: Horse Shoes



Horseshoes 15/21

Make an underhand tossing motion with your arm, then release the **A Button** as if you're tossing the horseshoe. The speed of the arm swing, angle of the arm and point where the **A Button** is released all determine the distance of your throw.

Where the horseshoe lands is purely determined by the player's throwing motion. If you throw too hard, the horseshoe will sail past the stake, and a soft throw delivers the horseshoe short of the stake. Any left or right arm motions while throwing will cause the horseshoe to land left or right of the stake.



Game Rules

There are two pits set up with a stake in each. Any horseshoe that completely encircles the stake (a Ringer) is worth three points. If a horseshoe is leaning up against the stake (a Leaner), you'll score two points. Any horseshoe that isn't a ringer but is within six inches (In Count) is worth one point. You can choose 15 or 21 as your winning score. The first team that reaches the chosen point total wins the game.

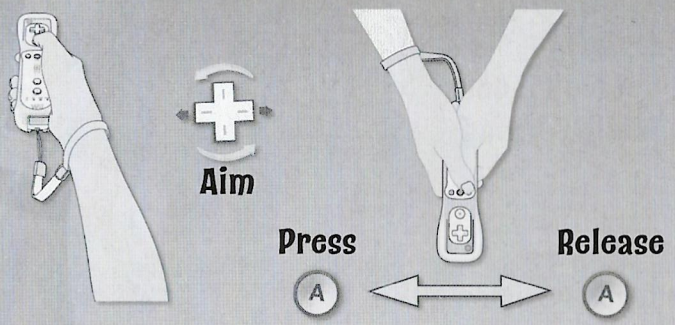
Cancellations 15/21

In this scoring method, only one team can score points in an inning. Teams cancel each other's scoring throws by matching their opponent's scoring throws (ie. Ringer for Ringer; Leaner for Leaner).

Count All

In this scoring method, all scoring throws are counted and accumulated.

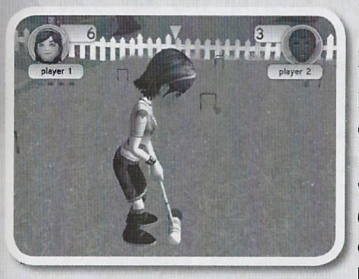
Back Yard: Croquet



Hold the Wii Remote as displayed above. When you want to swing, hold down the **A button**, swing, then release the **A button**. The strength of the hit will be determined by the strength of the stroke. If you want to perform a "foot shot", hold down the **– button** to place your foot on the ball then swing.

When addressing the ball, you can press the **+Control Pad Left** or **Right** to rotate around the ball and change your aim. You can also press the **+ button** to toggle between a third-person view and an overhead view.

After roqueting another ball, use the pointer to take the "ball in hand" and position the ball for your first bonus stroke. Pressing the **A button** will lock the position of the ball. If you change your mind and want to move it, press the **B button** to unlock the position and use the pointer to reposition the ball.



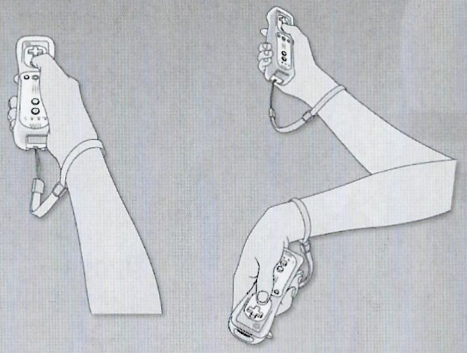
The game starts with player 1's blue ball placed between the starting stake and the first wicket. For each wicket the ball goes through on a single stroke, you get a bonus stroke to shoot again. If you fail to get your ball through a wicket or roquet an opponent's ball, your turn is over and your opponent gets to play their ball (the next colored ball in sequence).

If it's the first time a ball has been played, it's placed between the first stake and the first wicket. Points are rewarded for successfully getting balls through the wickets. Getting to a full 32 points can often take a while, so a shorter "Croquet Half" length game (16 points) can be selected.

Vinnie's Lair

Country Club: Racquetball

Rotate Player While Serving



Serve Position

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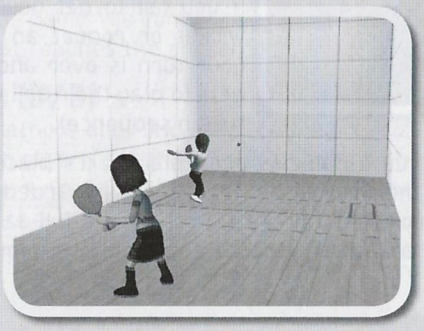
Hold the Wii Remote in your hand like a TV remote. Simply swing the remote as if it were the handle of the racquet.

The **A button** is used only by the player who is serving to bounce the ball on the floor. The **+Control Pad** is used to position the serving player. Pressing **Left** or **Right** will position the character inside the Service Zone.

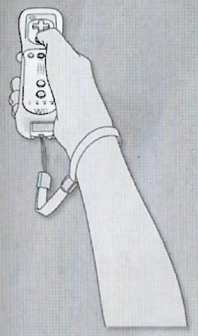
To serve, press the **A button** to bounce the ball on the floor, then swing to hit it and serve the ball. If you fail to hit it before it touches the floor twice or if the ball fails to reach the Short Line before touching the floor, you'll need to attempt to serve again. If the server commits two faults, your opponent will win the serve.

In order for you to return a serve, you must hit the ball before it bounces on the floor a second time. The ball must hit the Front Wall at some point before touching the floor again. Failure to do this results in stoppage of play and a point is awarded to the server.

The first player to reach 11 or 15 points wins the game.

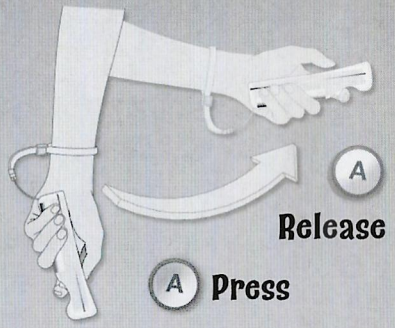


Country Club: Bocce Ball



Aim

Rotate



Release

A Press

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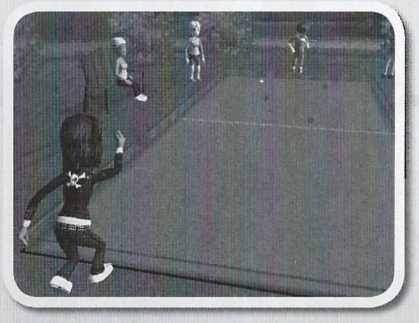
To aim, press **+Control Pad Left** or **Right**. Press the **+ Button** or **- Button** to aim a shot left or right.

Hold down the **A button** and smoothly swing your arm back. Then, swing forward, and release the **A button** to release the ball. If your timing is off when you release the **A button**, you will reset back to the set position.

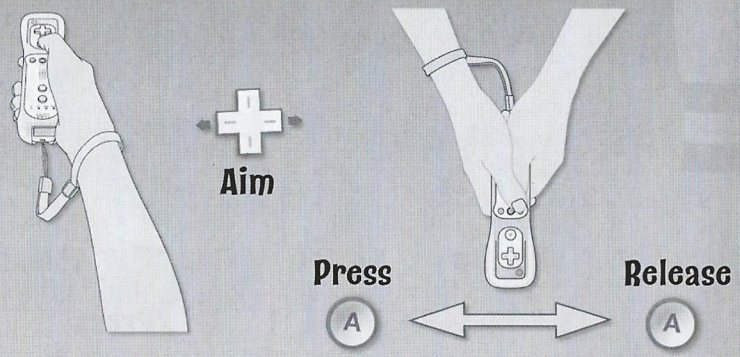
The speed of the ball is determined by your arm's forward motion. Letting go of the ball late in the throwing motion will result in more of a toss than a roll. Moving your arm left or right during the throwing motion will veer the ball left or right.

The first player starts a round by throwing the Jack across the center line of the court. Failure to make it across the line will mean your opponent will throw the Jack. After the Jack is thrown, you can begin to throw the red or blue balls.

Once all eight balls have been thrown, score is determined. One player scores per round. One point is awarded to the player that rolled the ball closer to the Jack. The player who scored starts the next round. Rounds continue until one player scores 15 points. 21 point games can also be played.



Country Club: Mini Golf



Hold the Wii Remote in your hand as if you were gripping a putter. The front of the remote should be pointing straight down. Press **+Control Pad Left** or **Right** to aim your shot. To swing, hold down the **A button**, swing, then release the **A button**.

You can also press the **+ button** to toggle between a third-person view and an overhead view.

The miniature golf course consists of nine holes. The player to complete the course in the fewest number of strokes wins the game.

If two or more players are tied with the lowest score after all nine holes, they move on to one or more tiebreaker rounds.

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Vinnie's Lair

End User License Agreement

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